

Amendments to the claims (this listing replaces all prior versions):

1-14. (canceled)

15. (currently amended) A voice user interface system for producing input to a computer, said computer having a graphical user interface, a display, and a mouse, said display having a pointer indicating a graphical position on said display, said mouse being operable to direct movement of said pointer, and a program for execution on said computer, a state of said program comprising a configuration on said display, said configuration being associated with control of said program, the system comprising

a voice recognizer for recognizing a voiced utterance and for providing corresponding signals as input to said computer, and

a converter for converting said voiced utterance into a command string including a command simulating a function of said mouse ~~a mouse function in a graphical user interface~~ by directing motion of said pointer relative to said configuration.

16. (previously presented) The system of claim 15 wherein said command string further comprises a command to said program.

17. (previously presented) A voice user interface system for recognizing a voice utterance and producing corresponding input to a program for execution on a computer, comprising

a voice recognizer for recognizing a voiced utterance and for providing a corresponding signal as an input to said computer, and

a converter for converting said voiced utterance to an output string for delivery as input to said computer, the conversion varying based on an evaluation of said voiced utterance and on a state of the subsystem comprising said voiced recognizer and said converter.

18. (previously presented) A voice user interface system for recognizing a voiced utterance and producing corresponding input to a program for execution on a computer, comprising

a voice recognizer for recognizing the voiced utterance and for providing a corresponding signal as an input to said computer, and

a converter for converting said voiced utterance to an output string for delivery as input to said computer, the conversion varying based on an evaluation of said voiced utterance and on a state of said program.

19. (previously presented) The system of claim 18 further comprising commands to said program having a format to carry associated text strings as arguments, further comprising means for converting a series of voiced utterances into commands with said associated text as output of said device.

20. (previously presented) The system of claim 18 wherein said program, when operated without said converter, offers to its user, menu selections that said user selects via keyboard input, and wherein said converter, when used to select the same menu selection based on a voiced utterance, produces a series of operating system events in response to said keyboard input.

21. (currently amended) The system of claim 18, further comprising an operating system including an event queue, wherein said operating system of said computer maintains an event queue, said converter delivering said ~~output string~~ input to said event queue.

22. (previously presented) A system for enabling voiced utterances to be substituted for manipulation of a pointing device to control motion of a displayed location indicator on a computer display, the indicator being moved by an operating system in a computer in response to control signals received from the pointing device, comprising

a voice recognizer for recognizing a voiced utterance, and

an interpreter functionally connected to said voice recognizer for converting a voiced utterance into control signals which will cause movement of the indicator in a desired direction aided by the operating system in the computer, said movement continuing unabated until stopped by an action of the user.

23. (previously presented) A voice user interface device comprising
means for converting a voiced utterance into a corresponding signal as an input to a computer,

means for converting a voiced utterance into a command string including a command simulating a mouse function in a graphical user interface.

24. (currently amended) A voice user interface system for recognizing a voiced utterance and producing corresponding input to a program for execution on a computer, comprising

a voice recognizer for recognizing said voiced utterance,

a converter for converting said recognized voiced utterance to an output string of characters or commands for input to said computer,

a set of representations, one such representation for each voiced utterance being recognized by said voice recognizer, said representations being internal to said voice recognizer and said converter,

a set of output strings produced by said voice recognizer and said converter as input to said program, and a mapping from a member of said set of internal representations to a member of said set of output strings, said mapping being multiple-to-one and being used by said converter.

25. (previously presented) The system of claim 15, wherein said command directing motion of said pointer relative to said configuration comprises a mouse command.